# BASIC SECURITY SYSTEM

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Hello, Dev! Thank you so much for downloading my asset and support. I really appreciate that! Everything important is on the second page.

Follow me on my starting Instagram: https://www.instagram.com/david_assets

## Contact:

If you find any problems or bugs, let me know: davidassets29@gmail.com

## Asset Includes:

- Keypad for 2D (plus script)

- Keypad for 3D (plus script)

- Raycast/Crosshair Script for Player

- Output Scripts

- Security Camera

- CCTV Display

- Prefabs and textures for help

- Demo scene for test.

# How to use Asset:

Here is few steps on how to use it. And if you still don't understand, copy my demo scene.

**Keypad:**

**!Important!** Before this you need to have **TextMeshPro**

**!Important!** If you will use different player script, in both keypad scripts find this line of code:

```
PlayerLink.GetComponent<FirstPersonControllerExample>().enabled = false;
```

change class name to your player script class.

Keypad 2D and 3D work the same. Just follow these steps… The only difference is Keypad 2D is for UI.

1. Add the **Crosshair.cs** script to your player. Set the source to your player camera and import the crosshair image from the asset prefab.
2. Add a keypad prefab to your scene. Open „**Keypad Model**" in the keypad prefab and set the script. In "**player link**" and "**ray link**," you need to set your player. Also set your custom code (no longer than 5).
3. Set **keypad output**. In my asset, you have three choices: **animation**, **UI,** and **custom event.** Import the output script in the same "**Keypad Model**," set it, and link it in **"task."**
4. Play and enjoy :)

**CCTV:**

Keep in mind if you want a single security camera in your game, just add both prefabs to     your scene, nothing more. But if you want more cameras, you need to follow these   steps...

1. Make copies of "**Display Material**" and "**Display Render**" in asset prefabs.

2. In copied material, set the copied render texture in emission. Add your security camera prefab to your scene.

3. In prefab, open scene camera. Link the **new display render** in the **output texture** (I mean the normal camera in the security camera prefab).

4. Add a **CCTV display** prefab to your scene. Set **display screen texture** to your new display material.

5. This is optional but If you want more displays on single screen, add **CameraSwitcher.cs** on screen in CCTV prefab.. Here you have group called **Displays**. Add your render textures here also with main render texture.

6. Enjoy :)